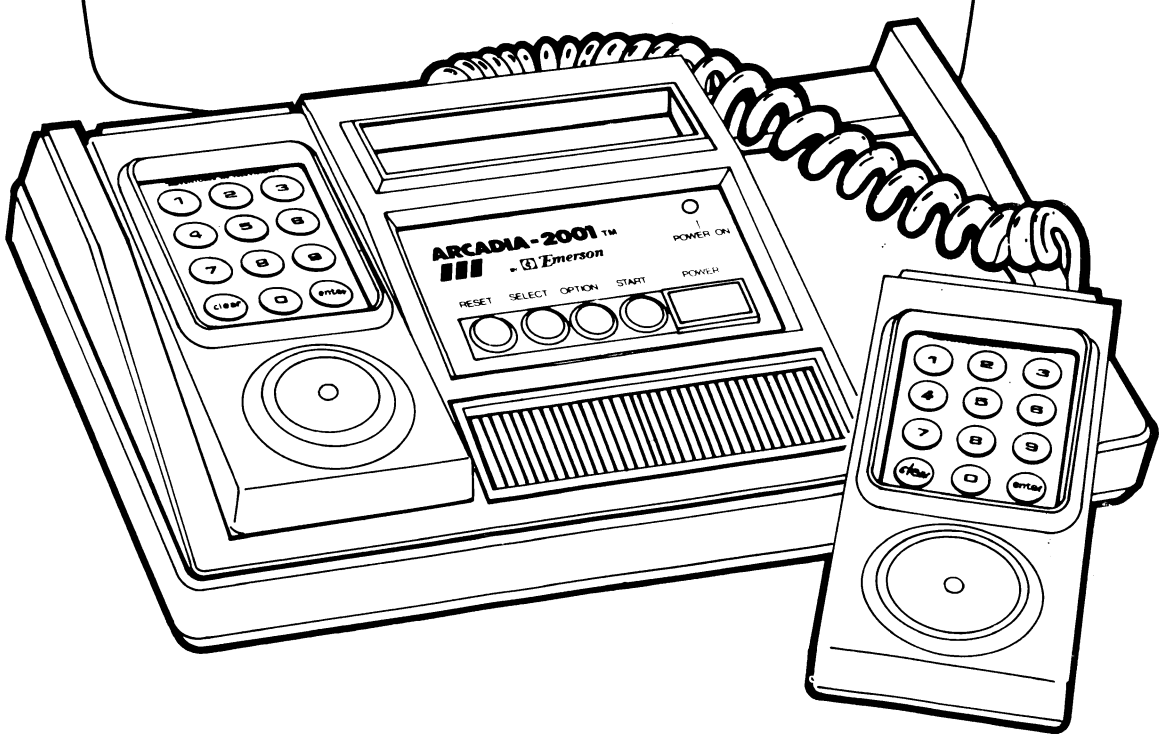
ARCADIA-2001™

BY Emerson

MICRO COMPUTER SYSTEM VIDEO GAME



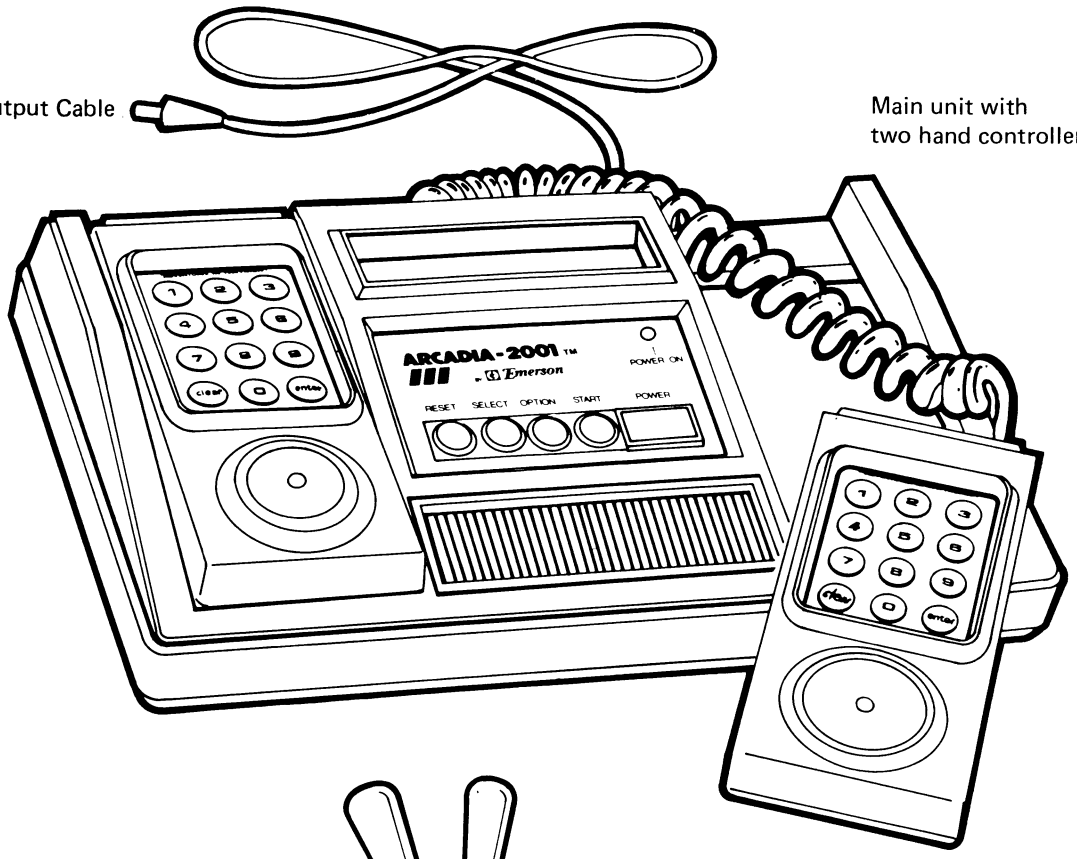
OWNER'S MANUAL

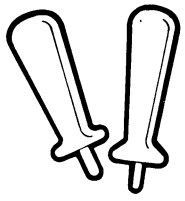
MODEL NO. ADV-1

WHAT INCLUDED WITH THE MICRO-COMPUTER

Output Cable

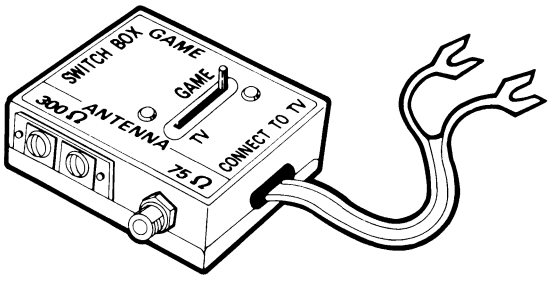
Main unit with
two hand controllers

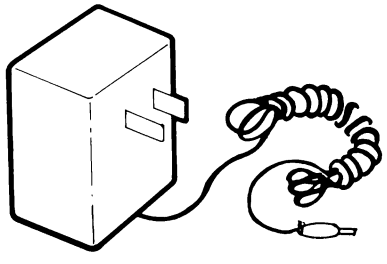




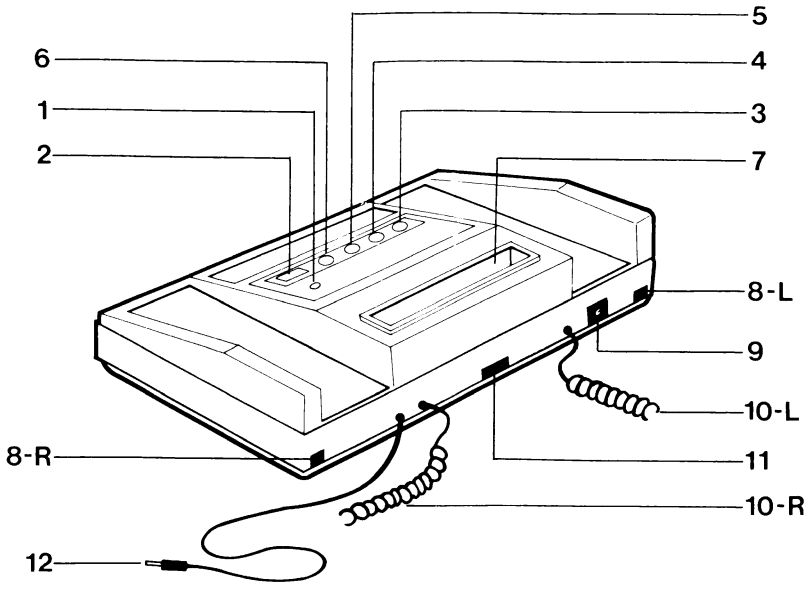
2 joy sticks

Antenna switch
box





AC adaptor



1) LED POWER INDICATOR
To indicate when the micro-computer is on. NOTE: DO NOT INSERT OR REMOVE A CARTRIDGE IF THIS LED IS ON, PRESS THE POWER SWITCH TO OFF POSITION.

2) POWER SWITCH
To turn the micro-computer ON and OFF.

3) RESET BUTTON
To reset a game selected in a cartridge.

4) SELECT BUTTON
To select games in a cartridge.

5) OPTION BUTTON
To select the level skill of game in a cartridge

6) START BUTTON
To start or restart a game and keep the score on TV screen

7) CARTRIDGE SLOT
To insert a cartrige for playing

8) LEFT AND RIGHT AUXILIARY CONTROLLER JACKS
For additional Controllers to be used for future cartridges regarding the Controllers included.

9) AC ADAPTOR INPUT JACK
To connect the AC adaptor included.

10) LEFT AND RIGHT KEYBOARDS/CONTROLLERS
For controlling different type of games

11) CHANNEL 3-4 SELECTOR SWITCH
To select the channel for playing video games

12) OUTPUT CABLE WITH PIN PLUG
To connect into Antenna switch box

INTRODUCTION

Welcome to the wonderful world of the micro-computer EMERSON ARCADIA-2001. This micro-computer will bring you endless hours of fun at home with additional cartridges available at your EMERSON dealer.

GENERAL

This micro-computer is designed to play games on Color or Black and White TV sets.

The Video Game player will operate on either channel 3 or 4 on any TV set. A slide switch (11) located on the rear of the unit will select the channel for operation.

An Antenna Switch box is provided to select Video Game or local TV programs.

An AC adaptor is included to supply Power to the micro-computer. This Adaptor should be plugged into a conveniently located AC Outlet having 120 Volt 60 Hz Only, and the long wire with a DC Power Plug should be connected into the DC JACK (9) located on the rear of the unit.

Two Joy Sticks are provided separately, so that they may be mounted onto the Control Disc to convert the Hand Controller to a "JOYSTICK" type controller. Screw in the stick to mount it and screw out to remove it.

Two JACKS (8) located on the rear of the unit can be connected with two additional Hand Controllers (not included) for future games.

HOW TO CONNECT THE MICRO-COMPUTER TO A TV SET

Connect the Antenna Switch Box to the TV VHF antenna terminals (see fig 1A or 1B)

Fig 1a
CONNECTION FROM 300 OHMS
INTERNAL OR EXTERNAL ANTENNA

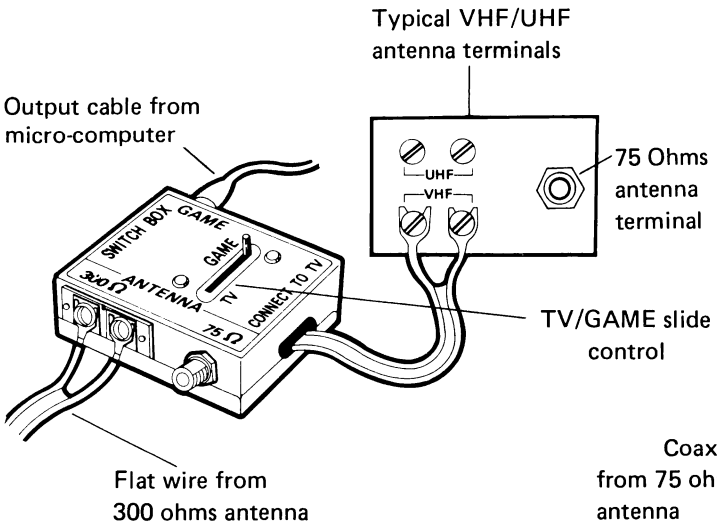
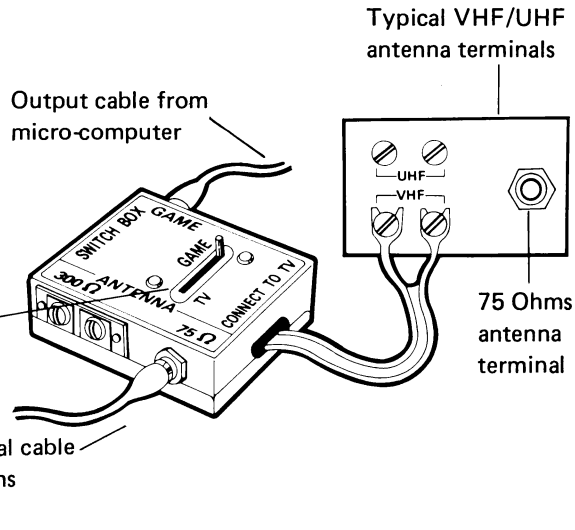


Fig. 1b
CONNECTION FROM 75 OHMS
EXTERNAL ANTENNA



Connect the Output Cable (12) from the micro-computer to the Jack in the Antenna switch Box.

Secure the Antenna Switch Box on the back of the TV set by peeling off the adhesive protector label on the Switch Box, and sticking it permanently on the TV set.

This micro-computer has connected (not-detachable) two Hand Controllers with coil wires.

Every Hand Controller has a keyboard with 12 buttons. These buttons are used to feed data to the micro-computer.

Some Game Cartridges are supplied with Overlay (s), to be inserted onto the keyboard (s).

To mount the Overlay over the keyboard, insert the upper side of the Overlay into the upper side of the keyboard, then bend it down and insert the lower side of the Overlay into the lower side of the keyboard (see fig 2)

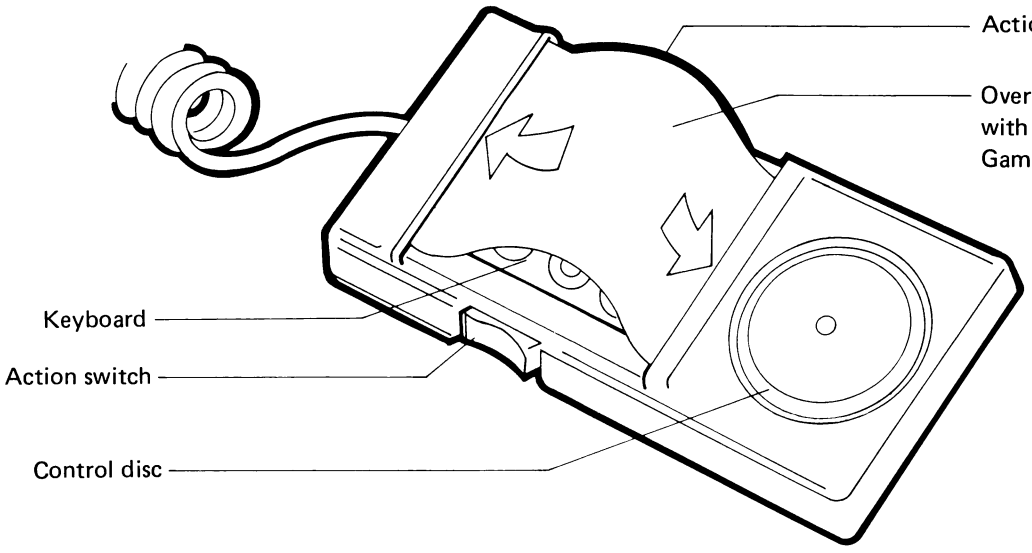


Fig. 2

Every overlay matches the particular game to be played and indicates which button of the keyboard is operated to control the game.

Some cartridges are supplied with two overlays for two players, indicating in which keyboard they should be inserted.

There is one ACTION button on each side of every Hand Controller. They perform the same function for the convenience of either right or left hand player.

The function of the keybaord depends on the cartridge being used and is different in every cartridge.

The Control Disc on the lower side of the Hand Controller is to control the direction of the moving object on the screen.
Example: By pressing the lower edge of the disc, or pulling the Joy Stick to the lower side of the disc, the object will move to the lower side of the screen and so forth.
To stop the motion of the object, just release the disc or the Joy Stick.

OPERATION

Slide the Control on the Antenna Switch box to GAME position.

Before connecting the Power to the unit be sure the POWER (2) switch be in OFF (extended) position.

Turn On the TV set and set the Channel Selector to channel 3 or 4, whichever is not in use. If both channels are in use, select the channel with weaker reception.

Set the Channel 3-4 (11) switch located on the rear of the unit to the channel selected.

Insert the Video Game cartridge into the Cartridge Slot (7), located on top of the unit, firmly but do not force it. To remove it just pull straight up.

CAUTION: Be sure the POWER LED INDICATOR (1) be off before the cartridge is inserted or removed.

After the cartridge is inserted press the POWER (2) switch to ON position.

If the playfield does not appear on the screen, adjust the Fine Tune Control on the TV set, until the image is clear and undistorted.

Adjust the VOLUME control on TV set to a desired level.

Press the START (6) button to begin playing.

Follow the instructions supplied with the Game cartridge on how to play the game.

SELECT (4) OPTION (5) AND START (6) BUTTONS
For their functions see the description on page 3.
The way to use these buttons are described on instructions supplied with every game cartridge.

To tune the TV set for local TV programs, slide the Control on the Antenna Switch Box to TV position.

GENERAL INFORMATIONS

When the micro-computer is not in use, be sure to set the unit OFF by pressing the POWER (2) switch.

Replace the Hand Controllers in place (see fig 3).

Store the cartridge games in a clean and dry place.

Keep the cartridges away from heat or moisture places.

Do not clean the cartridges or micro-computer with detergents or solvents. For cleaning, use slightly water moisted cloth only. Chemicals or excessive moisture may damage the cartridges and micro-computer.

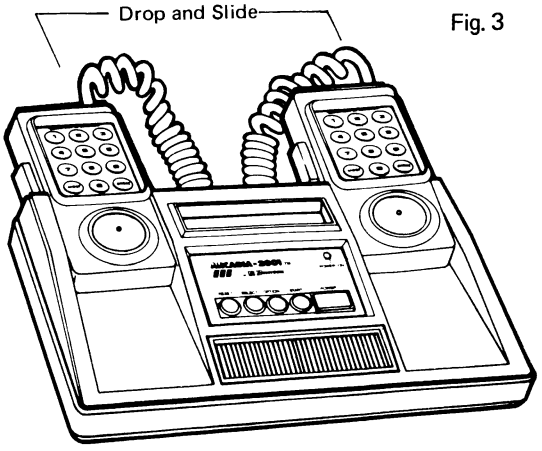


Fig. 3

TROUBLE SHOOTING CHECK LIST

Symptom	Cause And Remedy
No playfield image on TV screen or whitish gray screen	– Switch box set at "TV". Change to "Game" position. – Check TV is switched to channel 3 or channel 4. – Game cable not properly plugged into the switch box. – Twin-lead wire not properly attached to rear of TV. – A.C. Power supply unit not plugged into wall and/or control unit, check LED lite on console is lit. – On/Off switch not pushed to "On" position, check LED is lit. – Adjust TV fine tuning control. – Turn AFC control off.
No regular television programs	– Switch box set at "Game". Change to "TV". – Antenna wire not properly attached to 300 Ohm screws or 75 Ohms Jack, on switch box. – Twin lead wire not properly attached to rear of TV.
Playfield fuzzy like weak TV station signal	– Poor connections at antenna terminals of TV set or switch box.
Playfield unsharp, unsteady, blurred or wobbly	– TV set not fine-tuned for best picture. – Adjust horizontal control on TV or adjust vertical control on TV.
Micro-computer worked before but picture suddenly unsharp, unclear or unstable.	– Tune fine-tuning control on TV set. – Push "Power" switch "Off and On" on console.
Top and bottom borders of playfield not equal distance from top and bottom edge of TV picture tube	– Adjust vertical height control on TV set.
Game playfield does not appear correctly	– Turn game off and turn on.
Does not play in color on Color TV	– Turn off Auto Fine Tune (AFT or AFC) and fine tune TV manually. – Turn off Auto Color Control and adjust Color Control(s) on TV.
No sound from TV	– Turn TV volume up or down and tune TV
Buzzing sound or sound distortion or wobbly picture	– Television set not properly tuned, adjust controls to make sound and picture clear. – Broadcast interference on channel 3, 4 or cable TV from an espeically strong television station in your area. Disconnect the TV-VHF antenna wires from the switch box and continue playing, but you will have to reconnect again for TV viewing.

NOTE:

Due to differences in color circuitry on various makes of TV receivers; activating the reset button of the console may not always clear and reset the screen properly. If this occurs please turn the console off for 2-3 seconds, and turn on again.

Due to variations in Color Picture Tube quality, not all colors will appear same on every TV set.

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